Robert Fabris: ~~Alud broke~~ BASIC

The information you sent me is quite in trade useful, especially Volume 1 of the Arcadean and the Assembly Language listings. I almost have enough pieces to consider writing a game program.

I am toying with the idea of writing a simple version of Dungeons & Dragons in assembly language as a first attempt. If I pull it off I will send (you) a version on 2716 EPROM which could be plugged into a modified game cartridge (chip removed & replaced with socket; hole cut in top of cassette case for easy program changes). You could distribute it to readers at a cost you felt right for reproducing it (2716's only cost about $7.50 now & readers could supply their own), I would be doing it for fun not profit. However, there is one item you have which would be of immense help: the 340 page document of Bally Monitor Listings & Subroutine Calls. Please send me pricing for a copy or rental fee for me to Xerox it & return your original. Thanks.

sincerely
Barry
Barry McCleave

P.S. I readded my figures & believe I short-changed you $1. It is enclosed. Z-Grass system looks good!

Bob;

I am sorry that <u>no</u> preliminary game is enclosed, but I decided to drop you a line to let you know I'm <u>working on it.</u> I have started reading the material you sent (it looks good!) and have started roughing out parts of the code (included so that you can see I've at least started). There are still some points I haven't got totally clear in my mind but most of it makes sense (Dave Nutting writes good software). I am going to steal parts of the monitor to save space (the cowboy figures, the tune Home on the Range, etc.), so I will need to send you an early version to try (since these program parts may be in different places in different releases) before I add monsters & other goodies (it will probably be a month before I send it). If it doesn't work I will send her a basic program to locate the addresses, I'll

need to make it work. There are a couple of computer videocades I would like to buy. If you are familiar with them please rate them (1=best → 4=worst) as to the following:

Game	Overall	Speed	Complexity	Availability
Galactic Invasion				Yes
Space Fortress				
King Arthur's Adventure				
Chess-Grand Champion				

Any news on "Gorf" type videocade.

Please send back in enclosed envelope.

Thank you. (over)

Barry

Also, Do you have access to a color
chart for all the Bally numbers
(the list of colors on Vol. 1 No. 7 page 58 Arcadian
by Don Worst was quite helpful but
incomplete -- what is brown, pink, orange, etc.)
I have 8 mapped out to use in D&D. Also do
you have any more complete listings besides
basic & Star Battle (as long as I'm stealing
code I may use the laser sound from Star
Battle for the magic users lightning bolt).
If so Listing   Price
1.   1.
2.   2.
3.   3.

The modification for 2716 EPROM is
included (in the final version I may use
2732 [although it costs $12.50ea rather than $6.90ea]),
if I do the board should be modified
back to original state [no break in foil, no jumpers])
Final version will probably be a year
from now as I have little spare time
and going back to school in August will
limit it even more. All rooms will
be the same size to limit memory, at
first only 1 player (later more with screen
rotation between players showing characteristics & present room)